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Charles, F.; Mead, S.J.; Cavazza, M.

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have been described for interactive **storytelling** (**Mateas**, 2000) Young, 2000) Szitas, 1999) Sgouros et
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Theory of Interactive Drama Michael **Mateas** Carnegie Mellon University Computer Science
filtering (e.g. the characters in Everquest, **Mateas** 1997) the avatar can provide material
1998) three categories for analyzing interactive **story** experiences. For our purposes, agency will be the
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Bremond, C. 1974. Logique du rcit. Paris: Seuil. **Mateas, M.** and Stern, A. 2000 Towards Integrating Plots
interactive drama is a drama (a narrative where the **story** is told by directly showing actions to the
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interactions with the system (Weyhrauch 1997 **Mateas** & Stern 2000) An alternative to this black and
as current approaches (Young 2000 Szilas 2001 **Mateas** & Stern 2000) We want to understand how to use
flexibility as possible. Introduction Traditional **storytelling** can be an enriching experience for the
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the notion of polymorphic beats, introduced by M. **Mateas** and A. Stern at a different level of detail. They
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Post-Structuralism and Beyond, Routledge. 7. **Mateas M.** and Sengers P. 1999) Introduction to NI
Basically though, narrative is about telling a **story**, and hence involves a system of causally
www.cwi.nl/ftp/CWIreports/INS/INS-R0101.ps.Z

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'Narrative Intelligence' Phoebe Sengers, Michael **Mateas**, chairs. Copyright 1999 American Association for
The Lemur's Tale - **Story**-Telling in Primates and Other Socially

Requirements for artificial socially intelligent **story**-tellers are outlined, and the issue of testing
www.cs.cmu.edu/afs/cs/user/michaelm/www/nidocs/Dautenhahn.pdf

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